

NUS-NRXE-USA

# ROBOTRON<sup>64</sup>

## INSTRUCTION MANUAL



**CRAVE**<sup>™</sup>  
ENTERTAINMENT

Crave Entertainment, Inc.  
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DEVELOPED BY



**PLAYER 1**

<http://www.player1.com>

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**NINTENDO**<sup>64</sup>



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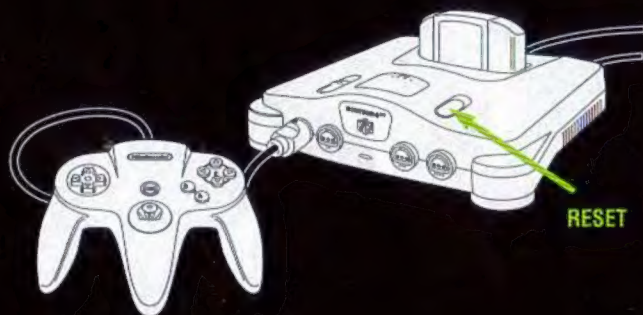
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# GETTING STARTED

**WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!**

- Turn the power **OFF** on your N64™.
- Insert the Game Pak into the slot on the N64™. Press firmly to lock the Game Pak in place.
- Turn the power switch **ON**. After the appearance of the title and legal screens, you may bypass at any time by pressing **START**.



## DELETE CONTROLLER PAK MENU

Press and hold the **START** Button upon powering up or a reset to access the Delete Controller Pak Menu. This will allow you to view and delete saved information off a N64 memory pak.

# CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power **ON**, do not move the **Control Stick** from its neutral position on the controller.



If the **Control Stick** is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the **Control Stick** to operate incorrectly.



To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R** Buttons.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

# CONTROLS

*Robotron 64* lets you play using both Controller Sticks to move and shoot (see **Configure Controls**, pg. 7). The diagrams below demonstrate default button configuration for Controllers 1 and 3.

## DEFAULT CONTROLS



**TWO FISTED STANDARD**  
(USING CONTROLLERS 1 & 2  
TOGETHER OR 3 & 4 TOGETHER).



**NOTE:** When using the Two Fisted configuration, all other default controls (besides Walk and Fire) remain the same.

# CONTROLS



## AIM & FIRE



**NOTE:** To aim or fire diagonally, press two adjacent buttons simultaneously.



**NOTE:** If no controller is plugged into Controller Socket 3, Player 2 uses Controller 1.

## MENU SELECTIONS

- Press **Up** or **Down** on the **Control Pad** to highlight menu items.
- Press **Left** or **Right** on the **Control Pad** to cycle options.
- Press the **A Button** to select an option.
- Press the **B Button** to go back to the previous menu.

# MAIN MENU



## ONE PLAYER

Select this option to play a 1 Player game.

## TWO PLAYERS

When you select this option, you and a friend will take alternate turns playing. Each time a player dies in the arena, the other player takes a turn. If one player runs out of

**Lives**, the other player will continue to play as long as he has **Lives** remaining. Both players' games are separate from one another.

## LOAD GAME

If you've previously played a game and saved it to your Controller Pak, you can load that file and continue the game (see **Load Game**, pg. 8).

## SETUP

Select this option to go to the Setup Screen, and select from the various game play options (see **Setup**, below).

# SET-UP

## DIFFICULTY

Robotron64 has three difficulty levels. Press the **Control Pad Left** or **Right** to select **Easy**, **Normal** (default), or **Insane**.

## CHANGE SPEED

Press the **Control Pad Left** or **Right** to speed up or slow down the speed of everything. Yes, everything, including Eugene.



# SET-UP

## AUDIO SETTINGS

Make changes to the game's default audio settings. Press the **Control Pad Left** or **Right** to cycle the settings or sounds of these options:

## MUSIC VOLUME

Adjust the game's music volume. The default is 8.

## SOUND FX VOLUME

You can also adjust the game's FX (Sound Effects) volume. The default is 6.

## PLAY MUSIC TRACK

Select one of the 11 music cuts available in the game. The music will change as you cycle through them.



## CONFIGURE CONTROLS

*Robotron 64* allows you to choose how you want to use the Control Stick: to Walk or Fire weapons. You can make changes to the Player 1 or Player 2 configuration. Highlight the appropriate Controller option, then press the **Control Pad Left** or **Right** to cycle the settings. Experiment with different settings. When you've made the changes you want, select **Use Setup**. Select **Cancel** to exit without making changes.

## LOAD GAME

*Robotron 64* has two methods available to continue previously played games: enter a **Password** or **Load** a game from your Controller Pak. Read below for information on both methods.

### PASSWORDS

New passwords appear on the Pause Menu Screen each time you add 1,000 points to your score. Write it down, then you can enter it when you select **Enter Password** from the Load Game Screen.

To enter a password, select **Enter Password**, then press the **Control Pad Left** or **Right** to select a letter, then press any **C Button** to select it. Enter all 10 characters in the password. The game will automatically load if the password is correct. If you enter an incorrect password, you will be prompted and return to the Load Game Screen. If this happens, select **Enter Password** again, then re-enter the correct password.



### LOAD GAME

With a Controller Pak inserted in Controller Port 1 only, you can save played game files, then re-enter them later to continue a game. When you select this option, the Load Game Screen is displayed. As many as eight files may be saved and stored.



Highlight and select the game you want to restore. You'll then return to that game. A slot marked "**Unused**" has no saved game.

### VIEW CONTROLLER PAK

Select this option to view and delete any saved files. If you want to delete a file, select it, then select **Delete** when prompted.

## PAUSE OPTIONS



Anytime during gameplay, press the **START Button** to view the Game Paused Screen. Select **Continue** to return to the game. You can also **Save** or **Quit** a game in progress.

To save a game using a Controller Pak in Controller Port 1, select **Save**, then highlight the slot you want to save the game to. You can select a used or unused slot. Press the **A Button** to save your game. The level and number of players will be indicated. Select **Exit** to return to the Game Paused Screen.

To make changes to your current game, select **Options** from the Game Paused Screen. The options available are **Change Speed**, **Music Volume** and **Sound FX Volume**.

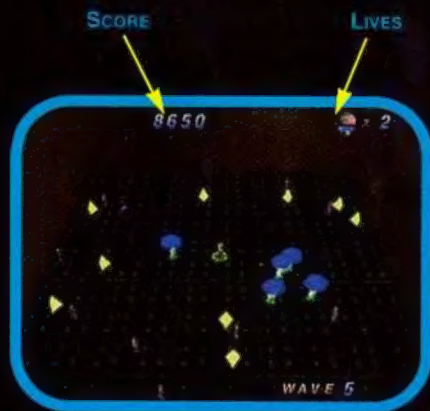
For more information on these options, see **Setup**, pgs. 6 and 7.

## ROBOTRON: THE STORY

In 2084, inspired by his never ending quest for progress, man perfects The Robotrons, a robot species so advanced that man is inferior to his own creation. Guided by their infallible logic, The Robotrons conclude the human race is inefficient and therefore, must be destroyed.

You are the last hope of mankind. Due to a genetic engineering error you possess superhuman powers. Your mission is to stop The Robotrons and save the last human family.

## THE ARENA



As you fight to save humanity, your **Score** and the amount of **Lives** remaining are displayed in the upper portion of the screen. Stay in the clear and gun 'em down.

The object of the game is to clear each arena of the deadly robots as you rescue as many members of the human family as possible. Simply make contact with the humans to rescue them, and collect valuable points.

## LEVEL GATE

Level Gates are created when a magical grunt is destroyed. If entered, a Level Gate will randomly warp the player forward through levels.



## ELECTRODES

There are many different types of electrodes ranging from simple objects to electrodes with particular game play features. They are:



**ELECTRODE 1**  
Basic Electrode



**ELECTRODE 2**  
Basic Electrode



**ELECTRODE 3**  
Basic Electrode



**ELECTRODE 4**  
Giant Electrode, found in the Electrode Forest.



**ELECTRODE 5**  
Basic Electrode

# ELECTRODES



**ELECTRODE 6**  
Basic Electrode



**ELECTRODE 7**  
This electrode cannot be destroyed, but will destroy Eugene.



**DEFLECTOR**  
These electrodes can be used to amplify and spread your weapon against the evil robotron hordes.



**TRANSFORMER**  
These electrodes are used in the Beam Maze.



**MINE**  
A useful tool in the quest to eradicate the human race. One wrong step and you're toast.

# POWER UPS

*Robotron 64* has several different types of Power Ups that will help you boost your firepower and defeat your enemies. They are:



**SHIELD**  
The shield produces laser rings that absorb enemy weapon fire and multiple direct enemy impacts.



**TWO WAY**  
This weapon fires forward and behind Eugene and is great for thinning a crowd.



**THREE WAY**  
For people who appreciate the direct approach, this weapon fires 3 shots forward providing maximum spread.



**FOUR WAY**  
This 3 way weapon produces mines that can be used to lay mine fields with deadly efficiency.

# POWER UPS



## GAS GUN

Emits a giant cloud of toxic gas, destroying everything that comes in contact with it.



## 1 UP

This shining beacon of hope amidst the robot terror may be your last chance for survival.



## SPEED UP

Speed ups can be collected multiple times allowing a burst of speed when things get insane.



## FLAME THROWER POWER UP

The flame thrower is an extremely destructive weapon at close range, reducing everything it touches to charred rubble.

# THE ENEMIES

Take a look at the following profiles to size up your enemies. This is important information to know prior to the battle. The name of each enemy is displayed, along with the amount of points you receive for destroying them. Here they are:



## GRUNT

These Ground Roving Unit Network Terminator grunts are the force of the arena. They're programmed to seek and destroy you. They are a 3D version of Original Robotron Grunt character. Score: 100



## GRUNT 2

The Jetpack grunts descend from the sky to squash you like a grape. They can hover up above a crowd and dive straight toward Eugene. Score: 100



## GRUNT 3

The psychotic obelisk grunts strike with deadly force. These Chrome Grunts require 2 hits to destroy, and move slightly faster than Grunt 1. Score: 150



## GRUNT 4

These X-ray grunts possess the power of limited visibility and arrive in groups. They require 2 hits to destroy. Score: 150

## THE ENEMIES



### HULK (INDESTRUCTIBLE)

These hulk robotrons seek out and destroy the last human family. This 3D rendition of the classic Robotron's hulk is equipped with claws that grab and crush any humans they find. Score: None



### HULK 2 (INDESTRUCTIBLE)

These hulks scavenge for body parts. They're equipped with a nozzle that can suck up Eugene or humans that pass in front of them. They won't stop until all humans are destroyed. Score: None



### HULK 3 (INDESTRUCTIBLE)

This masher hulk searches for humans to mash, but it will always attack Eugene when near. They tend to move quicker than other Hulks. Score: None



### HULK 4 (INDESTRUCTIBLE)

Beware of these shredder hulks who will stop at nothing until every human has been exterminated. Shredder hulks are equipped with razor sharp pushmower blades that slice, dice, chop, and puree the last human family. Score: None

## THE ENEMIES



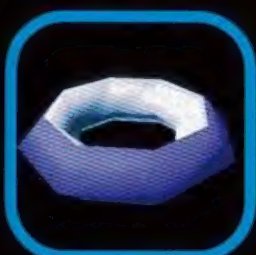
### SPHEROID

This is a 3D version of the classic robotron's Spheroid character. Spheroids are programmed to manufacture relentless enforcer robotrons. Score: 500



### SPHEROID 2

These seeder spheroids manufacture an onslaught of mine layer enforcers. Their sole purpose is to manufacture enforcers until you are overwhelmed. Score: 1000



### SPHEROID 3

You can't escape the terror of these Gigantoids. They're powerful and relentless. The Gigantoid Spheroid must be hit many times to destroy. Score: 1500



### SPHEROID 4

This reinforced Megaroid is almost indestructible. You'll need to inflict an onslaught of firepower to bring this one down. The reinforced Megaroid moves quickly requiring numerous hits to destroy. It manufactures super seeder enforcers. Score: 1500

## THE ENEMIES



### ENFORCER

This is a 3D version of classic Robotron's Enforcer enemy which is created by Spheroid robotrons. These relentless Enforcer robotrons mercilessly seek to destroy you. Score: 150



### ENFORCER 2

These seeder enforcers are programmed to manufacture deadly land mines that block your path. They are created by Spheroid 2 's. They're sneaky in their mine placement. Watch your step. Score: 250



### ENFORCER 3

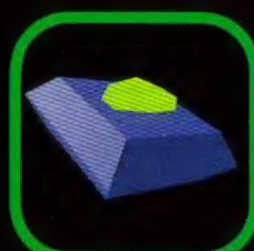
These Electrobots are created by Spheroid 3's. They require 2 hits to destroy. They hover erratically, making them difficult targets. Score: 300



### ENFORCER 4

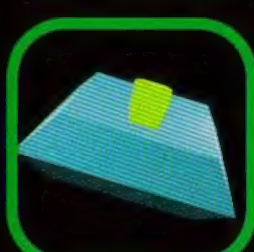
These deadly super seeder enforcers move quickly and spread mines which block your path. They require 3 hits to destroy. Super seeders are created by Spheroid 4's. Score: 500

## THE ENEMIES



### QUARK

This is a 3D version of the classic robotron quark. Quarks are programmed to manufacture tank robotrons that assassinate with deadly efficiency. Score: 1000



### QUARK 2

Turbo quark robotrons move slightly faster and are programmed to manufacture shadow tanks. Score 1500



### QUARK 3

This reinforced super quark requires 2 hits to destroy. They manufacture silo tanks. There is no escape. Score: 2000



### QUARK 4

The Mega Quark requires 3 hits to destroy and changes direction quickly. The reinforced Mega Quark possesses a weapon-absorbing energy barrier and manufactures ejector tanks. Score: 2500

## THE ENEMIES



### TANK

This is a 3D version of the classic Tank robotron. These vicious tank robotrons fire shells that rebound off the arena walls. Score: 200



### TANK 2

The shadow tank robotrons fire shells from both arms that quickly destroy all life. Score: 250



### TANK 3

The silotron tanks are programmed to launch tissue-seeking missiles that relentlessly pursue you. Score: 500



### TANK 4

The ejector tanks hurl a small army of byte robotrons that jump and cling to human tissue. Score: 1000

## THE ENEMIES



### BRAIN

Beware of this ingenious brain robotron that possesses the power to reprogram humans into sinister progs. Score: 500



### BRAIN 2

Run from the sinister surgeon brains that can produce multiple poison waves. Surgeon's require 2 hits to destroy. Score: 750



### BRAIN 3

The Gigantic mega brain can produce multiple poison waves and can reprogram humans through telekinesis. Mega Brains require many shots to destroy. Score: 3000



### BRAIN 4

Slug brains can release 4 poison waves each time they fire. Slugs require 3 hits to destroy. Score: 1000

## THE ENEMIES



### NANOBYTE

These Nanobytes cling on to Eugene causing him to slow down slightly with each added enemy. When 5 Nanobytes have clung onto Eugene, he will die. Score: 200



### DYNOBYTE

Dynobytes seek human tissue and clamp onto victims, then they detonate, producing raw material to be harvested for reprocessing. Score: 200



### ANT

These minions of the Guardian protect him from Eugene at all costs. Careful, because they can track you down in a blink of an eye. Score 100



### ALL PROGS

Behavior: Progs are Programmed humans that chase and destroy Eugene. No Score

## THE ENEMIES



You'll have to meet him yourself to find out what he's all about. You'll know him when you see him.

## YOUR HERO



# CREDITS

## CRAVE ENTERTAINMENT

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## SPECIAL THANKS

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Shelley Futch  
Tim Lindquist

FOR TOM, YOU FINALLY FOUND A WAY TO STOP WORKING ON ROBOTRON!

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